

Pilot Cup

Pilot Cup Coaching Manual



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Welcome to the Davis family of coaches. We have a long history of success here because of great families, great kids, and great coaches who want to impact the youth of Costa Mesa. Thank you for stepping up to guide these kids in this fun and exciting tournament. There really is no tournament like it as it brings together our scholar athletes in a competitive and fun environment. Great memories and friendships will be made for players of all levels.

To give a brief overview of the Pilot Cup: It's a soccer tournament after Memorial Day for all students enrolled in the elementary schools of the Newport Mesa School district. The Pilot Cup separates the players into a 3rd/4th grade division and a 5th/6th grade division for each gender. The teams are then separated into Bronze, Silver, and Gold teams based on soccer talent level. There are no specific guidelines from Pilot Cup as to how to determine if your team is Bronze, Silver, or Gold as they use past results and Davis Coordinator's input as the two main factors to assess your team's category. Here is a guideline below to predict which level the team should be:



3rd/4th Grade

Club/AYSO EXTRA players 1-2

Many AYSO Core players

Novice players (haven't played organized soccer)

5th/6th Grade

Club/AYSO EXTRA players 2-3

Many AYSO Core players

Novice players



3rd/4th Grade

Club/AYSO EXTRA players 3-6

Many AYSO Core players

Occasional novice players

5th/6th Grade

Club/AYSO EXTRA players 6-8

Many AYSO Core players

Occasional novice players



3rd/4th Grade

Club/AYSO EXTRA players 7+

Some AYSO Core players

Rarely novice players

5th/6th Grade

Club/AYSO EXTRA players 9+

Some AYSO Core players

Rarely novice players

Tryouts and team selection

Most of the time Davis is able to field 2 teams per gender and age group. Tryouts are usually completed mid-April and completed by the coach of that age group. We are a no cut program, as we want participation of any player who wants to commit to trying their best to represent their school. Try to make somewhat even numbers on the teams. What we don't want is 12 players on a Silver team and 22 players on a Bronze team. You also cannot have players play for more than 1 team. Once they play a game for one team they are locked in.

Practices

Most teams will practice two times per week varying from 1 to 1.5 hours. Many times it's dependent on the coach's schedule which days and times, but generally are completed after school (either 3:30, or 4:30 start times). We can use Keith Frainie Field (named after one of the biggest supporters of youth sports) for 5th/6th teams and the track field for 3rd/4th teams.

Students have many other activities such as swimming, club soccer, Eco Club etc. so try to work out a schedule knowing not every player will be at every practice.

The main thing at practices is to get touches on the ball for the players and less lecturing by the coaches. The more they can work on dribbling, passing, and scrimmaging the better.

Other considerations are to figure out the best position for your players, your formation, figure out who takes the corner kicks, free kicks, goal kicks, and kickoffs. Also what should the team do when the goalie gets the ball or when the other team has a free kick by our goal. Occasionally an assessment and quick instruction of placing a PK in a lower corner (not just blasting it) can come in handy. All of these will be coach and team dependent and if you need ideas let your schools administrator/liason know and they can help. Try not to spend too much time on these as it's a lot of standing around, pick something simple and go with it.

Parent Communication

Once practice dates and times are decided make sure to get a master list of parent's emails and phone numbers so you can communicate with them on the practices, scrimmage games, and tournament details. Your school administrator/Pilot Cup Liason will have the details on the tournament dates, and the website used to look up the schedule. Keep in mind everyone is a volunteer, so have patience😊.

Scrimmage Games

If you would like to set-up a scrimmage game before the tournament (recommended to do at least 1) then your coaching admin will have the email addresses of other schools administrators/liasons or coaches in the area(Newport El, Victoria, etc).

Make sure to include your level (Bronze, Silver, Gold) and grade level (3/4, or 5/6) as well as where the game would be played, the day, and the time desired. Both schools coaching administrators will need to make sure the fields are available for use at those days and times.

Team Uniforms

Each team has a designated T-shirt provided by the Tournament (our color is orange), and the players often times like to decorate their shirts together, before or after practice. The sooner you finalize your roster and get the sizes for t-shirts to the administrator/liason the better. This way we can get you your uniforms in a timely fashion. Team headbands, socks etc. allowed, but not provided by the tournament. I would tell the team the short color (usually black) and sock color (orange or black) if a parent isn't buying them for the team.

Pilot Cup tournament

It will be a six day tournament (don't worry you will not be playing every day) with games at Jack Hammett, Costa Mesa HS, and Davis. Usually starts the day after Memorial Day and carries into the following weekend. You will play a total of 3 games, and if your team scores the most points from your group then you will move on to the quarter/semifinals (usually Saturday) and potentially finals (usually Sunday).

Each player has to play in some portion of each half. This is your responsibility not the refs to make sure each player gets playing time in each half of the game.

3rd/4th grade games are 9v9 and 25 minute halves for all games

5th/6th grade games are 11v11 and 25 minute halves for pool play and 30 minutes for elimination games

Half time is 5 minutes

Home team picks side, kickoff, choice of sideline, and supply size 4 game balls

No warm-ups on the field as games start immediately following previous game

Minimum 7 players to start the game for 5th/6th and 6 players for 3rd/4th

Scoring System for Pool Play

6 points for a win

3 points for a draw

1 point for each goal you score (maximum 3)

1 point for a shutout

* 0-0 4 points, 5-1 win 9 points, 2-3 loss 2 points

** Tie Breakers 1) Head-to-head 2) Least amount of goals allowed 3) Goal differential (max 5 goals per game with 1 goal deduction greater than 5+) 4) Most shutout wins 5) PK's
6) Tournament Director choice

Wild Card: Second place teams in a bracket with the highest number of points in bracket play.

Substitutions: Your Throw-in (if you sub then the opposing team can substitute as well)
Any Goal kick
Any kick Off
Injuries (for both teams with ref permission)
Cautions and Send Offs (both teams if referee allows it)
Corner kick
Free kick

Score reporting: Ideally a field marshal collects the score cards after the game, otherwise submit to the central scoring area (snack bar) before 9:30pm that day.

All games are refereed by volunteers so 1) go easy on the refs 2) if you know of anyone to volunteer as a referee we can use their expertise.